Final Fantasy XIII-2: Jump (Version 0)

"Lightning may strike twice after all..."

Traveler from a distant land…have I seen you before? Well…perhaps I have, perhaps I have not, my memory fails me more often than not these days. Welcome to the world of Pulse. The last vestiges of the old society of Cocoon still loom above us – supported by a fragile crystal pillar – reminding us of our mortality.

I say old, but around here, age is a relative thing. Long ago, a war was waged between Pulse and Cocoon. More recently, that war was renewed – if only momentarily. We live in the wake of that conflict now, removed from our homes in Cocoon and scratching out a new life here on Pulse.

Traveler, you arrive at a time when time itself is ambiguous. There is talk of rifts, openings in time which are bridging past and future together. Whether that is true…well that will be up to you to discover. Words that you've heard time and time again I suppose, but words that should be said: You'll find it in your best interests to stay alive for a decade, regardless of where you find yourself.

Know this, traveler. Near the end of your decade, two young adventurers will see an end to their journey across time and space. Though fate may doom them, should they die before their time…things may not bode well for you were you to remain in this world. Perhaps it is in your best interests to ensure they see their fate to the end. And who knows – perhaps there is a different way…to a brighter future?

Ah…of course…there is the matter of my gift to you. Strange, it feels like I've done this before. Regardless, please accept this token of my sincerity.

+1000 CP

Personal Details

Oh boy, so that old man finally let you go huh? He's been doing this thing for a while, so he gets pretty long winded. There are just some administrative details we need to cover before you proceed. Y'know – for documentation and stuff. Customs is rather strict around here. So…the matter of your…physique.

We're not going to discriminate if you want to stay as you are, but…it may lead to some…misunderstandings. So if you'd like, you're welcome to a more fitting look to the world of Pulse.

You may choose a default FF13-2 Human Form

Change Hair Color At Will

Free Set of Civilian Clothing

Well there's the matter of your age too. Got to put in a proper value, here, roll this for me. If you don't like the result, I can put in a different value and change it if you pay me **50 CP**.

Age 1d8 + 13

Oh boy, this one is a doozy. If you want to change your gender I won't judge you – but since it's your body we'll let you choose as you wish.

Gender Chosen At Will

If you've been in Pulse or Cocoon before, you'll probably already have a file on our records. So if I can dig one out…I suppose we could just adopt that template instead for you!

If you've already completed FF13, you may use the same form as you had there, with the appropriate age and gender.

Backgrounds

Well now that those details are out of the way, we need to figure out a suitable background for you, no? There are a couple base templates that we offer to all new denizens, temporary or not. Take a look and see which one you'd like!

Drop In

This option exists for those who are uncomfortable with changing themselves to fit in with the new world around them. The core features of this background – or rather, the lack of a background, is that you won't have any meddlesome history in this world. This background is also more inclined to explore the background workings of the world of Pulse.

Hunter

Subsistence hunting has become a common profession nowadays since the "Fall" of Cocoon. Stepping into this background, you'll have the knowledge of local wildlife as well as a good understanding of how animals behave. This background is also more inclined towards the various aspects of wilderness survival.

Beast Tamer

As more and more people grow accustomed to life outside of Cocoon, steps were taken to incorporate the wildlife of Pulse into everyday life. Those of this background have taken many steps towards aspects of domestication and interacting with the local wildlife. You'll have a natural familiarity with local wildlife, and a mild sense of how animals may react around you.

Researcher

Science continues to advance under the watchful eyes of dedicated research teams, of which you are a part. Those of this background are scientifically inclined, be it towards field research or within a lab, your intuition and grasp of concepts is much stronger – though you may be seeing things for the first time in many cases.

Locations

That was the easy part. We've been having a bit of trouble trying to put down a proper landing beacon because of this whole time paradox business. What beacons we do have are scattered all across the different time frames. Well I suppose it is best if you roll this now. Similarly, if you want me to find you a specific beacon to land to, just pay me **50 CP up front.**

Naturally, you won't have any problems moving around the world within a single time frame. The challenge you might face is with hopping from beacon to beacon. At the moment, the beacons we're set up are experiencing rather significant interference. I can get you into one beacon for sure – but you'll have to resolve the problem at that beacon in order for me to send you to another one. I guess you'll have to repeat the process afterwards.

There is one beacon to a place called Serendipity that we've managed to establish a permanent link with though – so that can act as your hub I suppose, for you to jump between the different beacons. Those geeky folk at the lab told me that because of the way time is cracked up, your actions in different times don't affect other times nearly as much as you thought it might. It's almost like different timelines they said. Enough of that either way, let's see where you end up!

1 - AF10 (Vile Peaks Time Dislocation)

10 years following the Fall of Cocoon, one of our beacons landed in a locale known as the Vile Peaks. It seems a group of soldiers have accidentally ventured into the region and taken parts of the beacon apart. We won't be able to connect you to another beacon until you recollect the parts. It shouldn't be hard since the soldiers should still be nearby. You can access the rest of Cocoon, as well as Pulse, by traversing through the old ruins – though not much has changed in 10 years, and there isn't very much to see.

2 - AF100 (Yaschas Massif Blood Orbs)

100 years following the Fall of Cocoon, this beacon found itself in the Yaschas Massif valley. There's been an odd phenomenon of blood red spheres appearing. The locals call them the Rubies of Grief. It appears that these spheres are generating some sort of interference, which is disturbing the connection. If you could find a way to remove that…The Yaschas Massif is connected to the rest of Pulse, though there's been an issue with monsters starting to infest human occupied locales.

3 - AF200 (Oerba Time Dislocation)

200 years following the Fall of Cocoon, this beacon appears to be transmitting a picture of Oerba. Strangely enough, it looks exactly the same as the picture of Oerba that we have on record…at 1 AF. There's some sort of major time shift occurring in Oerba right now, and we think there's some sort of beast generating it. If you could eradicate the monsters we might be able to

restore the connection properly. Oerba is connected to the rest of Pulse – but be wary that the C'ieth are very active in this time period.

4 - AF300 (Lost in Augusta Tower)

300 years following the Fall of Cocoon, it seems technology has grown rampantly in that passage of time…and our beacon there has malfunctioned, so I'm afraid you won't land anywhere close to it. Augusta Tower is a massive technological wonder, and the scientists inside have been investigating into the origins and biology of the Fal'Cie. Unfortunately, it seems that the transporters that move people around floors of the tower have been malfunctioning. If you could fix that, you'll be able to reach the beacon and recalibrate it properly.

5 - AF400 (Plants Over Running Sunleth)

400 years following the Fall of Cocoon, it seems that life inside Cocoon has continued to find a way. The Sunleth Waterscape, an old nature preserve inside Cocoon has run rampant. Unfortunately, a flan has also run away with the beacon. If you want to bridge a connection you'll have to track it down, which isn't too hard…it's just a bit fast, but it's not like it can fly or anything.

6 - AF500 (Academia Under Siege)

500 years following the Fall of Cocoon, you'll find that the human stronghold of Academia built between Pulse and Cocoon is…under attack by C'ieth. We're not sure if the C'ieth are interfering with the beacon, but they're everywhere, violent, and we figure if you want to bridge a connection, you're going to have to eradicate a good portion of them. We've also pinpointed that the Terminal Event with the two adventurers will likely happen here. You might want to help them out by clearing out the rabble.

7 - AF700 (At the End of the Dying World)

Strange. The beacon doesn't seem to be responding at all. We can get you in there, but from the few images we saw, there doesn't seem to be any trace of civilization left. Monsters run rampant, and there was a terrible beast connected to a rift that we could not identify. It didn't seem to move, so maybe it has something to do with the beacon's issue.

8 - Free Choice

Go ahead and pick out of the above!

Scenarios

Alright, alright, before that young whippersnapper bores you with more administrative details and whatever she goes on about – I have a proposition for you. Now, it's possible to spend ten years stationary from whichever beacon you found yourself in. Not very exciting, but possible. That also won't help you much for the Terminal Event we've managed to pinpoint to AF500 unless you happened to land on that beacon.

However…there are some small tasks you can attend to for us, if you're up for the task. While we were researching this time slip phenomenon, we encountered…well, the scientists call them Paradox Shards. It appears that each of these Shards holds a different…"Paradox Conclusion". Left unresolved, the scientists tell us that the results could be catastrophic…but we know scientists are prone to exaggeration.

Of course, we'll compensate you for your efforts. We can't offer you more than 300 CP this way, purely contractual reasons, but with each task, you may be exposed to people who you would not have met otherwise. Should they survive the entire time with you, surely they'll become your companions.

Be forewarned however, once we activate a Shard, unfortunately that future may change your task, your beacon location and whatnot. Some Shards contradict with others and cannot be taken concurrently. Some Shards taken together will have stacked effects. Take a look, Traveler, we'll be sure to inform you of the fine details.

=A Giant Mistake= Exclusive Scenario +300 CP

In a distant, alternate future, mankind has failed to learn from its mistakes. The Atlas, an artificial weapon created to rival even the Fal'Cie of legend have been mass produced and given a single directive: Reduce All to Nothing. The person who gave them the directive has been long forgotten, now only an infinite amount of Atlas' remain, wandering the wastelands.

You find yourself lost in time, your starting location now irrelevant. You and your allies will face the legendary horde of Atlas – all of them have been alerted to your presence, and will slowly proceed towards you. A decade of battles is in store for you, but worry not, for two new stalwart companions will stand by you. Well…not stand, but they'll be…yeah they'll probably be hiding behind you for the most part.

Ultros and Typhon, cast out from the Arbiter's domain, have found themselves lost here alongside you. Ultros is an efficient supporter and will dedicate himself to keeping positive statuses on your party while occasionally using ice and water magic to pitch in. Typhon has a wide array of wind magic at his disposal, and occasionally tosses in fireballs to add to the mix. As strong as they may be, they aren't invincible and will tire – ten years of combat on and off is straining for anyone.

Should they survive, surely they'll be willing to be your companions?

(Flan with Flan) AF400 Modification/Can be taken with others. +100 CP

An anomaly has led to the rapid evolution of flan species in the Sunleth Waterscape. Though the source of the anomaly is still unclear, the effects are apparently. Flans will overrun the forest and breed at a growing rate from the moment the shard activates. Wait too long, and they will start spilling into other time zones. Thankfully, they grow at a fixed rate relative to your absolute time here – so even if you jumped 100 years into the future they won't sudden suffocate you with their sheer amount. We don't quite understand how these different time zones work entirely as of yet.

It's obviously something to do with the past…and the closest trace to the anomaly we have so far is in Sunleth back in AF100. Something may have changed with the water…or perhaps something could be changed with the water. Unfortunately, don't expect to get to the source without cleaving through a whole army of flan first. After that you'll have to figure out if the problem is fixed back in AF400, but a true source should be apparent then – a certain monarch of the flan. Never knew they had such things.

However, you will have help. One Snow Villiers, hero in training, has offered his aid. You're not quite sure you asked for his aid, but he insists anyways. He's very defensively minded, and insists on being part of the front line. You're rather wary of this considering he fights with his fists, but he can hold his own, and has a truly astonishing amount of endurance as you'll slowly realize. You're faintly aware that a Snow Villiers exists in Pulse history…but whether this is the man or not is not a question you have an answer for at the moment.

Should he survive, he'll surely be willing to come along on your journey.

(Test Subjects) AF300 Modification/Can be taken with others. +100 CP

Deep underneath Augusta Tower, in floors that are not accessible in AF300, another Proto Fal'Cie has perfected the technology to create Duplicates – copies of individuals which are within its database. Unfortunately, by activating the Shard you also happen to be in its database.

The Duplicates that it makes of you are very flawed to begin with, but the more time you give the Proto Fal'Cie to perfect its craft, the better the copies will become. Thankfully, even if you move between different time frames, the Proto Fal'Cie's rate of improvement is only relative to the absolute time you've spent on Pulse. So you won't suddenly find yourself facing against perfect copies out of a single jump.

History remarks that a Proto Fal'Cie may be defeated in Augusta Tower sometime in the future by two young adventurers. This is not it. Based on our projections, we also believe that with enough time, the Proto Fal'Cie will be able to deploy your copies across time – programmed with the intention to replace you.

You're wondering how we were able to perform projections? Well, a Duplicate of some military scientist called Jihl Nabaat gave us the necessary data. I'm not going to doubt her on it, the Shard does exist after all. There is a proviso however, she wanted to come along with whoever activated the Shard. She's a bit…arrogant to put things in polite terms, but she handles herself quite well.

We couldn't get her to part with her rapier, but she has a good assortment of summoning techniques based on AMP technology. From what we know of her…past self, she fights well in groups and is equally defensive and offensive minded. She also likes to cast spells to inflict afflictions on enemies. Seriously, this woman creeps us out sometimes, especially with that smile of hers.

Should she survive, she'll surely be willing to come along on your journey.

=The Goddess' Protectors= Exclusive Scenario +300 CP

Your starting location will be forfeit, and you'll find yourself on the shores of Valhalla, where you'll spend your ten years engaged in an eternal war with an immortal called Caius Ballad. He has an army of C'ieth and Bahamut with him, but the worst part is that he seems to be completely immortal up until the point at the end of your journey when Valhalla is breached and a pair of adventurers kills him.

There isn't much to say frankly, and you'll soon be off to join the fight. Oh except there's a woman in bizarre feathered armor who seems to be regarding you with interest. You're not sure if this is a good thing or not, but this is Lightning with Etros' Blessing who will be joining you in the fight. As she has the abilities of every class, she is quite adept at protecting herself, but unlike Caius she's not immortal. He also has a disturbing tendency to head straight for her every time he pops in for a visit.

Should she survive, her stewardship will end, and she'll join you as a companion instead.

(The Arbiter's Challenge) General Modification/Can be taken with others. +100 CP

The Arbiter is out to harass you, and generally you can expect DLC characters to form teams and hunt you constantly on top of whatever you're doing. As they are mindless constructs they are immune to all forms of control.

Though they're not too difficult to dispatch, be careful - as at the end of your journey, the Arbiter will send everything you've killed (and consequently sent to him) back at you for a final round. The Arbiter himself will face you – a difficult battle, but if you could fight off everything you killed from the beginning of your time here, surely he'll just be one last bump on the road.

Defeated, the Arbiter will offer you a choice. He can recreate a Duplicate of one person in Pulsian history, but only those within his arena that you have faced before. You may choose a DLC character to become a companion.

(The Pilot and His Son) General Modification/Can be taken with others. +100 CP

When you first enter Serendipity, you're tasked with finding this man's son. He introduces himself as Sazh Katzroy, and his son seems to be missing. Finding his son isn't too much of a challenge, he'll just be locked in another time, but once you reunite the two Sazh will give you tasks to find toys for his son. These aren't normal toys - you're going to need to use the equipment he gives you to miniaturize monsters and such from each time zone before bringing them back. Worst part is that finding these monsters is not going to be easy, as they all seem to be "missing from time".

You'll have to hop between time zones multiple times just to find it all, and the enemies seem to get stronger with each hop – but when you do get it all done, Sazh and his son Dajh will be open to joining you. The three of them, yes three, because a bizarre Chocobo dressed lady jumps into the group as well, all count as

a single companion – but really Sazh is the only one who can handle himself in a fight, so you're stuck with a father, his son that can't seem to age, and a bizarre lady that likes to dress up in chocobo costumes.

(The Calamities) General Modification/Can be taken with others. +100 CP

I don't think I need to define what a calamity is do I? Well either way, in this paradox shard, it seems that the monsters on Pulse have gotten out of hand. Well out of hand is putting it mildly. They've grown to levels several times stronger than they were to begin with, making even a good horde of them a tough challenge. And they **will** be coming at you in hordes.

The order was put out to eliminate these monsters, but they just keep breeding nonstop. Eventually the humans of the realm died off, unable to keep up with the breeding rate of the beasts. Pity they had a taste for human instead of eating each other.

You can stop that however. By activating the shard the monsters will come for you whenever possible, and by surviving for ten years, you may well stave them off long enough that the humans can mount a resistance. The scientists in charge have deployed two Duplicates to assist you in this matter.

One…Claire Farron and one Lieutenant Amodar, last name unknown. Both of these are former guardian corps soldiers and work well together. Amodar has a tendency to support from the rear with his magical minigun, whereas Claire likes to get up close and personal. They both seem to have an infinite stock of temporal grenades that they occasionally abuse. Our shopkeeper stocks them too, so you can take a look there.

If you can survive ten years in such a hostile environment with both of them alive, they'll join you as a single unit. That is, after all, what they are. If one of them has deceased, the survivor will still join you if you care for it. Naturally if they're dead…they're dead!

(Is He Involved?) General Modification/Can be taken with others. +100 CP

A man in red robes will approach you as you enter the world, and tells you that he has a task for you. According to him, there is a project that has been long ongoing, to build a bridge on a scale that you apparently "could never comprehend." He wants your help for this, but he needs two things from you. In every timeline, in a place called the Archlyte Steppe, there lies a creature called

Yomi. You need to hunt down and procure a fragment of its wings to deliver to this man.

I mean, at first glance, this doesn't seem very hard. But after reading up on Yomi, it seems apparent the man just wants someone to do his dirty work. Apparently this Yomi, locally referred to as the Wings of Death, is the demonized spirit of a young hero. He's rather difficult to defeat as he flies and skirts around in the sky like a butterfly while launching razor sharp blades of air at you. Regardless, after you procure one of his wings from each timeline (Seriously odd), the man in red will tell you that he needs something else.

Namely, he wants you to steal the weapons of everybody famous that you come across. Presumably it's only temporary, and maybe you could just give him copies, but regardless if you should be willing to do such a thing, he will take your offerings and run away. Yup, he just ran away.

As your time runs out in this world, regardless of the outcome (unless you died), you find the door to your last choice barred by this man in red. With a flourish he tosses aside his red cloak, revealing Gilgamesh, who quickly proceeds to tell you that he's going to skip the expository banter, proceeds to call you all ladies, and decides that it's morphing time. Presumably you were completely unfazed by that. Presumably. Eight arms, all wielding weapons, appear - and you realize that it's time to fight. Oh, and it turns out the bridge that he was talking about had some merit - you're fighting on it, a massive bridge created apparently from the same material that Yomi's wings were made of. Weren't they some sort of crystal?

Regardless, should you win - Gilgamesh will submit to you. He's not quite sure himself how many other copies of himself are wandering the multiverse now, but he swears that he'll protect your weapons - well as long as he's holding onto them himself anyways. He is however, a very proficient blue mage and swordsman.

[Perks]

Man that old man really goes on and on doesn't he? Let's move on to the important stuff. For your background, you'll get the basic perk for free, that's the 100 one, and discounts on the others.

Drop In

Temporal Comprehension 100

Ability to withstand negative effects of time travel is increased somewhat due to experience. Helps with things like disorientation, attempts to slow you down, attempts to freeze you in place and whatnot. Can also let you control your biological clock to a minor degree (shift sleep cycles and such).

Brain Blast 200

You have this innate knack for figuring out important details and historical information in the world, by conjuring a strange figure (You can choose who this is based on your experiences) who will feed you information in the same way as a game show might. The information they feed you is usually aligned with things you actually want to know. (Most of the time anyways) Your ability to retain information is also increased.

Mog Clock 200

You realize after a while that you have this eerie sixth sense when you're about to get attacked. At the edges of your vision, it'll seem as though the surroundings turn red. If you can find the enemy before they attack you, there's a high chance you'll be able to take them by surprise. Naturally, it is extremely difficult to take you by surprise while this is active. If you're so inclined, you may also mentally associate a warning sound to this - though it's not advised to have anything you might find too annoying -

Paradox Scope 400

It takes intense focus, but you have the ability to look into a very limited number of alternate timelines, to look ahead and see potentially what may happen if you deviate from a certain choice. The ability grows increasingly inaccurate the further along the timeline you decide to look ahead. In real time however, time does continue to flow as you look ahead, albeit at a slower rate - so best to do this in a safe place.

Eyes of the Goddess 600

At will, you gain 360 degree vision, though whether you can react on that information is dependent on your other inherent abilities. But as you activate the inherent ability of the eyes, your eyes glow with a brilliant light, and you can see the most likely future in a short burst ahead in time for yourself and your companions. While the vision alone does not detail future in any definite manner, it does give a good sense of what will happen and how to change it if necessary. While the bearer of the eyes encounters a vision, their life force is sapped away, but they reduce any form of damage to minute amounts. You can also choose to look into the past of the area around you, but there is no protection while you are doing is - though your life force is not sapped either.

Hunter

Hunter Killer 100

Hunting and killing are ways of life, and those proficient at both only get better with experience. While you do see a bit of a boost to your speed and strength after practicing for so long, it's when you're stalking down prey that you see a dramatic effect in your speed, strength and reaction as your body steps up the gears. For each kill you make you seem to recover a small bit of energy, as the act of killing itself exhilarates you.

Minimal Subsistence 200

If you're only eating when you hunt something down, it might be a bit of time between meals. You've learned to cope with that though, and slowly but surely, the amount you need to eat grows less and less as the period of time between meals grows longer. Well surely that just means you're a pretty bad hunter…right?

Defying Fate 200

When you corner an animal, it always feels as though they lash out at you harder and fight with more intensity. You know it's just a state of mind, because you've tried putting yourself in the same position, and sure enough, you can feel desperation adding to your strength and speed. In this state of mind, blows land against you and you plow on unfazed - perhaps that's what the animals feel as well?

Not Out of My Range Yet 400

They might be out of sight, but they're not yet out of mind. As your enemy runs away, or if he's simply out of range, you can use anything as a ranged weapon, be it sword, umbrella, empty pistol and strike them with sufficient force to bring them down. In the event that you have nothing which could be used properly, javelins of light will attempt to pin them down instead. As long as you saw the enemy once, you can pin them down once when they get out of range. Naturally, stronger enemies may break out of the pin.

Guardian's Memories 600

To keep the flow of time steady, there should always be a guardian, watching over a Seer, the chosen archivist by the Fal'Cie. The Guardian possesses the heart of Chaos, and wields its powers to do his bidding. Though you haven't reached that point yet, you can tap into the powers of the Chaos and draw out feral, warped beasts to assist in the hunt. Though these beasts only last for a short period of time, they amplify a single negative emotion to foes around them, blinding their judgement. Perhaps it is hatred, perhaps it is jealousy, or sloth, but your foes in the presence of these beasts quickly become blinded and obsessive.

Even when the beasts are not present, you can manipulate the emotions of those around you by a small bit. Enough to calm a person down, or enrage them towards something and such. Naturally, the better you know the person, the easier the manipulation is - and some things are too alien to even understand the concept.

Beast Tamer

Topographical Plotting 100

It takes a moment, but with a bit of effort you can sense and pinpoint the location of fauna nearby, disregarding any sort of concealment. You also react much better if you happen to be ambushed, eliminating any potential surprise you may have otherwise felt. Oddly enough, you've also learned how to conjure maps of the local area.

Domestication 200

You can calm wild beasts which are wary of you, and those aggressive towards you will think twice. Training wild animals, summons, and companions also seems to be significantly easier. You might not be able to command your significant other to roll over and bark, but most minor animals seem willing to at least give it a try.

Pack Mentality 200

Wild animals tend to hunt in packs, and after a while of considering it, you realized that it would be more efficient if your summons and pets did the same thing. It took a bit of tweaking, and a substantial amount of tinkering from the folks at the labs, but now when your pets or summons set off on their merry business, they can generate two weaker shadow copies of themselves.

Feral Link 400

You and your companions, as well as their pets and summons can all link up with each other. As long as the link is sufficiently maintained, health and energy are shared in a common pool. All other aspects, such as skills and abilities, continue to be unique to the individual. Sensory awareness can be shared at will. However, once they break out of visual range, the link connection breaks.

Infusion 600

Old life gives way to new life. From captured wildlife, you can splice and merge aspects of creatures into each other - creating bizarre hybrids that boast the abilities, and drawbacks of both. As the fundamental genetic basis for both flora and fauna may be similar, hybridization between both is possible. However, without sufficient understanding of the subject components, you may end up making horrid monstrosities - or failures altogether.

If it helped a little, you've also come to an understanding of how to manipulate the chemical balance within your targets, so to reduce the resistance that they may have to their newly acquired...additions. Naturally, you can use this for less appealing purposes.

Researcher

Datacast 100

Your ability to process information has increased dramatically, but beyond simply processing, you can also regurgitate this information out at will - in a manner sufficient to leave most people stupefied. You've also managed to glean a substantial amount of information on the gravity manipulation technology that everybody around here seems to use for everything from airships to movement pads.

Metashield Deployment 200

The metashield is a device used to project an invisible cushion of force in a single direction. After thorough testing, you figure that with a sufficient energy source, you could replicate the same effect even without the device. The inherent quality of the field can be changed such that it can act as a sort of launch pad to send you flying. Though you still have to designate an area for the effect, and it fades after a short time, at least you no longer need the original hardware. Naturally, it can still be used for a shield as originally intended.

Bhakti 200

It's a really small droid that resembles a video camera on wheels. It rolls around haphazardly and can be given commands to seek out objects or hidden locations. The datalink feed oddly enough, seems to be directly linked to your mind, so if it finds something it will instantly alert you. Actually that's rather disconcerting - but thankfully the droid unit seems to have a rather sophisticated cloaking suite. Or maybe it's just that nobody pays attention to it. If you focus on it, you can have the visual information fed directly to you, though the image seems rather grainy.

Oracle Drive 400

The Oracle Drive of Pulse is a machine used to record events and possibly look into the future. You've tweaked that a little, and now you have a device that can play back events that had happened before in the local vicinity of where it is placed. The playback is real enough to fool the vast majority of onlookers, and will naturally draw any passer-bys in.

However, your Oracle Drive has a more sinister purpose. For all the onlookers which are gathered by the playback, it will copy all of their memories and proceed to wipe out the oldest one. While the playback is short, and does not repeat until you reset it, you can freely access their memories afterwards, and typically several months' worth of memories will be forgotten entirely.

It then gets worse, if you activate the final option on the Oracle Drive. Rather than displaying the past of a local vicinity, it will take the most traumatic memories of individuals close by and replay them. It seems if you work on it enough you could probably replay something else seeing as it only distinguishes based on how substantial the memory is in the target's mind.

Synthetic Duplication 600

The science of synthetic duplication allows for the creation of doppelgangers, simulacrums of their original with a minute fraction of their abilities. Though the energy source required for effective duplication is extreme, and the issue of inserting memories still remains, once established with a continuous energy source it becomes possible to pump out low grade doppelgangers. Unfortunately, these doppelgangers cannot survive the stress of crossing past spatial boundaries and are as such confined to the world they are created in. Additionally, the template required for the doppelganger requires a willing test subject and a sufficiently long amount of analysis to ensure success.

[Companions]

Well whether you want to go at it alone, or if you want to go with some friends, I'm happy to help you make the arrangements. Just one thing to note, all of your companions, current or future, may adopt a human form to fit in unless they're naturally…not a human on Pulse. Just a heads up! All your allies imported, from scenarios, or recruited will also get 500 CP, for skills only though, the storekeeper doesn't like to do business with us.

Temporal Alignment

Oh boy! I totally didn't see your friends behind you. If you want them to come along I'm fine with that, but if you want to integrate them into Pulse just like yourself…well it's going to cost you! For 100 CP I'll integrate one companion, 50 CP for each additional one. Or well…if you're looking for a deal, I'll put eight of them into the database for 300 CP.

Temporal Recruitment (1 Free. 200 for extra/100 if rolled.)

Of course, we don't mind if you want us to find you some hired help from among the locals. You're not allergic to Behemoths are you? Well no matter. We'll give you a single one for free, that's standard policy so you don't find yourself alone at the End of Time. If you want more than that, you'll have to pay 200 CP to choose. You can roll of course; I always like a gambler, so it'll just be 100 CP if you roll. Here's an eight sided die!

Roll	Class	Default Ally
1	Commando	Golden Chocobo
2	Medic	Flanitor
3	Ravager	Zaghnal
4	Saboteur	Forked Cat
5	Sentinel	Metal Gigantuar
6	Synergist	Microchu
7	Drop-In	N/A
8	Free Pick Between [1:7]	N/A

Oh, there are some things here that I'm supposed to tell you before I describe what the classes are. First of all, if you land the drop in class, I'm supposed to tell you that basically you could take an ally and give it a class it normally would not have. For instance, all the Tonberries in Pulse are Commandos by nature, but now you could have a Tonberry that specializes as a Saboteur instead. Makes sense right?

I'm also supposed to tell you that if you want to swap out the default for another ally for another within the same class, you're allowed to do so as well. There are some allies that you can't choose though, namely those who aren't supposed to appear in this time. (DLC Companions such as Lightning, Snow, and such are not valid choices. The only valid DLC choice is Pupu – the Medic.)

I'll let the old man tell you about the classes.

Commando – The Aggressive Front Line

Well…there's not too much to say about Commandos. These allies tend to be physically aggressive and hard to tame, but naturally you'll find a way to get them to warm up to you. They're great for attacking duties, but…pale slightly when it comes to other purposes.

Ruinga - The allies of this group can fire a small gray sphere, which quickly explodes and sends their foes flying into the air.

Blitz - The allies of this group fare well against small groups, as all of their attacks seem to hit in an area.

Ambush - Despite the fact that every ally in this group seems to be rather battle hungry, when you actually fight with them, you realize they really like to blindside the foes. More often than not, it seems like they'll disappear when the battle starts and reappear when you engage a foe - just in the right position for a quick jab at the unsuspecting enemy.

Medic – Supporting Others by Keeping Them Alive!

Medics tend to keep everybody up and going, and are a key part to making sure encounters go smoothly. They aren't too offensively capable though, so make sure you keep them protected.

Curaja - It seems like these allies are dedicated healers, as the only spell they know collectively seems to be a healing spell that comes down in a wide area. It's a rather odd sensation to be showered with water and left dry, but at least it does heal you.

Esuna - These allies also seem to be able to help recover from status conditions. You're not quite sure if it's a spell or not, because they seem to use it even when they're silenced.

Benediction - Maybe healing is its own reward after all…the allies of this group are more resistant to magic while they are casting their spells.

Ravager – Mages in a Different Name

Frankly, I don't know why they were called ravagers. They're magically inclined, and very aggressive to boot. As such they're basically a magic wielding variant of the Commando. They have similar drawbacks to the Commando, but the pair work well together.

Elemental Magic (Fire, Wind, Thunder, Ice) - The allies of this group already know a chain of spells following a single elemental line. In the strongest version of these spells, the spells will target a wide area and will knock foes away.

Infusion - On top of casting spells, the allies of this group can infuse their physical attacks with the same element as the spells they know.

Overwhelm - While you're not quite sure, after a while of testing, whether these guys like to fight at a range or up close, either way it seems that when they fight in groups against a lone enemy, they seem to attack much faster. Is it some sort of glee at the prospect of ganging up on something?

Saboteur – Infiltration Experts

Saboteurs are infiltration experts. Wait, I said that already. They like to keep the enemy on their toes by distributing status effects like paralysis, poison, slow, and whatnot. Helps, but normally they should stay away from the action just to be safe.

Imperil - The allies of this group are magically inclined, with a specific focus towards crippling enemies. The spells they cast will only affect a single enemy at the time, but will attempt to inflict multiple status effects on them. Effects last for a short time, but can stack in duration.

Jinx - In addition to a spell that inflicts afflictions upon an enemy, all of the allies of this group also know how to dispel minor blessings and similar spell effects. You figure you might be able to get them to remove curses perhaps as well.

Debilitate - As if it wasn't enough to curse people with spells, the allies of this group can also slow down their enemies slightly when they wound them.

Sentinel – Stalwart Protectors

Sentinels make sure that the front line is safe. They're great for holding positions, and blows that hit them seem to have less effect than it would if it hit somebody else.

Reprieve - The allies of this group are amazingly tenacious. As long as they aren't dead, they'll cling to life even after a fatal blow. They can't take more than one of these in succession though, so do try to be nice and actually keep them healthy.

Provocation - The allies of this group have a really bad tendency to provoke the enemy. At times you worry that they actually enjoy doing it, but it's effective, and enemies are much more likely to focus on them rather than you.

Mediguard - The allies of this group have some form of protection usually, but you figure a little bit more can't hurt. With the device they have on them, as they guard, a small portion of their injuries will heal as they continue to guard. Sadly, it only works for them.

Synergist – Keeping Allies' Spirits Up!

While medics are busy trying to keep everybody healthy, synergists work to make sure that the entire team is running faster, stronger and hardier with defensive and offensive boosting spells. Handy for when you're in a tough situation.

Boon - While the allies of the Saboteur group are inclined towards crippling enemies, the Synergists are inclined towards supporting allies. The spells they cast will target a single ally and apply multiple beneficial effects to them. Effects last for a short time, but can stack in duration.

Mighty Guard - The allies of this group have a secondary spell that protects them from a portion of attacks that come their way as they are casting.

Cheer - But the most noticeable effect is that you actually seem to be slightly happier when you're besides these allies. It feels like having them around lets you relax easier.

Temporal Reinforcement (100 CP)

Oh, just one last thing. It's marked here that if you want a companion to pick up a class and its related abilities, a simple 100 CP will suffice. You can add multiple classes this way.

[Items]

The old man and young woman send you off to the shopkeeper – who turns out to be rather shady man. There are items here, if you have CP to spare for them…

Behemoth Steak 50

It tastes like beef, and you'd swear that anybody else who tried it would say the same thing - but apparently it's Behemoth tenderloin. It comes in a neat reheatable package, which will replace itself up to three times a day as necessary. While its certainly filling, you just can't get over the fact that it seriously tastes like beef.

Temporal Grenade 100 Free for Drop In

If the technician had not told you it was a grenade you would have just assumed this was a child's toy cube. When he demonstrated it however you realized you should keep children well away. When tossed, the cube erupts - creating an area where everything inside is sent flying into the air in slow motion. When the field reverts back into the cube a moment later, everybody in the air drops down roughly.

Survival Knife Type-2 100 Free for Hunter

It's a standard model survival knife that you can commonly find in stores in Academia. The only distinguishing feature seems to be the symbol of a clock engraved near the handle of the blade. When you tried throwing the blade for fun, you realized its quirk. The blade will hang in the air for a moment after being thrown, apparently frozen solid in the air. A moment later, it quickly accelerates forward in a straight line until it strikes something.

Summoner's Mask 100 Free for Beast Tamer

It's a mask - apparently a replica of one that was used in old rituals. The vendor said that the mask would let you summon things, but you don't feel a single difference when you put the mask on. Oddly enough however, your pet and summon nearby seem to move faster. Or maybe you're just seeing things? They did slow down after you took the mask off after all…

Reconstruction Template 100 Free for Researcher

The template to one of the original modular dwellings which would have been used in the rebuilding of Cocoon. Of course, now that it's no longer necessary it has been entered into the private archives for historical review. The technology of this template is sufficient to artificially generate a single unit - no more, which contains a small room adjoined to a shower room. Don't ask where the water comes from, we don't really know either.

Woolly Sheep Figurine 100

It's a plushie of a woolly sheep - and they weren't kidding when they said it was woolly. When you set it down on the ground, it walks around you in circles, but you can direct it towards a crowd, and it'll serve as a good distraction as everyone fawns over it.

"Tablet" of Paddra 100

When they introduced this, you assumed it was a stone tablet. Instead it's just a digital tablet - one that will automatically record highlights of your journey, and replays it back to you in any of the voices it has been exposed to. Sometimes it inserts random ominous messages when it detects supernatural things nearby.

1/350 scale of the Palamecia 200

When they said 1/350 scale, you were expecting this to be some sort of tabletop model. Instead it's the size of a small car, and it's tricked out enough to actually levitate in the air and follow you around. If that wasn't enough, it even fires mini rockets that explode into fireworks (Apparently these recharge by themselves since you tried emptying it to no avail). Seriously, does every kid around here play with things like this?

Weapons Recombination Template 200

The shady dealer (Actually it seems like everything he's offered so far is shady) just shrugs when you pick this up. Apparently it binds two weapons together, and allows you to shapeshift the weapon between either form. You're not quite sure how it works, but he demonstrates it to you by showing you how a bow can shift into a sword. You can't help but notice that it also turned into a Moogle afterwards…but apparently yours won't do that. Unless you throw a Moogle into the mix. Wait…does that mean…

Behemoth Crest 200

Apparently the Behemoth's Crest is a symbol of vitality and…vigor. You're not quite sure if the dealer and you had the same idea of vigor, but you figure that's something you could determine afterwards - away from his hyperattentive gaze. He does tell you though that while you can reapply the crest as many times as you want (It's more of a stamp really), the effect will wear off quicker each time unless you give it some rest. Again, you're not sure what he meant needed rest.

Bulb of Hope 200

You couldn't help but argue that it isn't a bulb but rather a flower. A light producing flower, but the dealer hands you a pot with a bulb in it and explains that the plant has been genetically tuned to promote the growth of other plants, an effort to better promote terraforming efforts. As an accidental side effect - in addition to making plants grow bigger, it also gives them a distinctive glow. They've worked out what makes the glowing effect though, and apparently enough people liked the effect that they offer the bulb in all sorts of colors.

Toilet Paper Coupon 200

Literally, it's a digital coupon that offers you ten years' worth of toilet paper. You're about to give the dealer a smack across the side of the head when he shows you a digital recording. Apparently ten years' worth of toilet paper delivered all at once is actually quite a lot of toilet paper…enough to bowl people over like a tidal wave…of toilet paper. No wonder they discontinued these things. Thankfully it doesn't take ten years before you can reuse the coupon apparently, though he does tell you it takes quite a bit of time.

Time Gate [Experimental] 300

It's a time gate! Not unlike the ones you'll be using to move between different time locales. Except…this one is apparently not connected to anywhere, and doesn't actually move through time. You're about to ask why it's even called a time gate when the dealer shows you another digital recording. (You're starting to wonder how he got people to volunteer for these promo recordings.) It seems to suck the three closest people to it and those people disappear. It takes a while before they reappear again, and they reappear all at different times. The dealer explains that the prisoners are sucked into a realm where they have to solve peculiar clock puzzles - a Temporal Rift apparently. It can only hold people for up to ten minutes before it spits them back out afterwards, and never more than

three. You don't quite understand, but you nod anyways - maybe you'll try sucking yourself into there once in a while.

Ruby of Grief 300

You've seen these in the pictures of the locale, giant red spheres that just hang ominously in the air. The dealer explains that the paradoxes have sucked in unfortunate beings, who have manifested their sorrow and grief into these spheres. You're instantly appalled and interested, but the dealer mentions that this one is a little different. This sphere sucks out a portion of the sorrow and grief from all those nearby and leaves them in a strange euphoric state.

But then you ask "Where does it all go?" The dealer grins and says "What goes in, must come out. I wouldn't stay close to this thing for very long…". Those who linger too long will receive all of those emotions in one condensed package. It sounds like an emotion recycling bin. Except it only takes the bad stuff. Who even thinks up of these things?!

Atlas, Right Arm 300

It's…actually there's nothing there. At least there's nothing there until a massive fist punches you and bowls you over. The dealer laughs uproariously, even as you withhold the urge to give him a good punch. He points to a mark on his right arm and makes a grabbing motion. That's when you see it, a large holographic arm mimics his action.

"There used to be a beast called Atlas…or was it, there will be a beast called Atlas? Hrm. I dunno. But anyways, we used technology to mimic his arm. Or his hand and a small portion of his arm." The mark, when attached to your hand, basically gives you an extra phantom arm. While it can't hold things, it can stay manifested for as long as you want. Good for those who are lacking an arm - though strangely enough, it only works on the right arm. The dealer just shakes his head when you ask why.

"We goofed up. But hey, two right hands are better than one right?"

[Drawbacks]

It's almost time to enter the world, but the young woman's voice beckons you to wait. It seems like she has one last choice for you – some setbacks, if you're willing to take them, will also come with an equivalent boon. From what you understand, setbacks can only contribute a maximum of 900 CP, beyond which only the negative effects will stack.

Temporal Link 0

You can choose between this being a generic crossover from whatever you did in 13, or a partial crossover/AU hybridization. In a generic crossover, you live with the consequences of your actions, though Caius Ballad's plan is still ongoing.

In a hybridization, Bhunivelze will recreate a spawn to replace all canon characters who died, to ensure that his plan remains on track. On the other hand however, people will remember you if you participated in any major events. Only major characters to the plot of 13-2 are resurrected (So that's people like Serah, Lightning, and other 13 main cast.) Oddity here is that if you podded anyone, they'll come into the universe basically considering this as AU.

Time to Change 100

Paradoxs in reality seem to pop up rather often around you. You'll be overwhelmed by a terrible, if momentary feeling whenever you come across something that you know will alter reality as you know it. The feeling is enough to send you to your knees. Not a good thing if you're about to get gnawed on, and that beast you're about to kill is critical to history.

What Time Is It? 100

Your internal clock is completely screwed up, and you have no sense of time. Time seems to pass by very quickly to you - even if only seconds had passed. All of your reactions seem to slow down a bit as well.

What Is It This Time? 100

It seems like nothing gets done until you come and actually get it done yourself. People will always hound you down and give you mundane tasks, and if you don't get them done, don't expect them to help you when those wild beasts start chasing after you - wait…why does it seem like they're collaborating?

Time Compression 100

Enemies seem to hunt you across time itself. You start seeing unnatural species from other time frames even though they may have already gone extinct, or should not have been born yet. Don't expect to be safe just because you ran from one time to another – a monster might follow you through!

No Time to Choose! 100

People will constantly rush you for decisions. If you don't make a choice instantly, they'll move on, act and won't look back. For some odd reason, you also find that everybody here can only talk about very specific details. Don't expect to get much useful information

Time After Time 200

You're restricted to only one timeframe, and for some reason despite trying your best to change that time frame, monsters keep swarming you - and they become progressively stronger. Obviously, this makes some scenarios rather difficult.

Out of Time 200

Nobody seems to react to your presence except for the initial time frame you rolled into. You can expect people to freak out if you open doors in front of them, you can also expect them to try and attack you if you try to interact with them by any form of communication. Sure they can't target you specifically, but the flower girl knows some wicked spells that hit everywhere.

A Slip in Time 200

Everywhere you go time seems to flow in an unstable fashion. It seems you constantly walk through "pockets" of disturbed time. Normally it just leaves you disoriented, but when in combat, enemies seem to accelerate the moment they move through these pockets as you slow down.

Time Traveling Woes 300

You still haven't gotten used to the knack of time travelling, even though really you're just going through gates that somebody else set up. Each time you go through a gate, you grow weaker in every aspect. The effect will stack, cannot be removed and fades very slowly (takes a full year and a half to fade completely). If you decide to jump through too many gates at once, you may find yourself struggling for your life.

Not of this Time 300

You aren't of this time. You aren't even of this world. Everything in the world seems to know that. They will dedicate all their efforts into eradicating you - perhaps a desperate hope that by removing you things will turn out right. Caius, in his immortal form, will be hunting you without rest. As he cannot actually die, he will constantly manipulate everything to kill you, and improve with each attempt.

Time to Shine! 300

You find yourself as the best friend to one Serah Farron, and it's now your job to guard her as she journeys through the realm. She will take a full ten years as she and Noel Kreiss wanders through time - up until the moment they fight Caius Ballad for the last time. If she or Noel is to die before their time, it all ends - and unfortunately, that's not entirely unlikely since what protection they had has been waived in untimely fashion.

Unfortunately however, their personalities seem to have been a little bit twisted. Every annoying quality seems amplified, every redeeming trait lessened.

They also like to blame things on you for some odd reason. Maybe it's that time of the month...

Localized Temporal Disruption 600

The environment around you changes every 5 minutes. This isn't just extremely disorienting - it also leads to freak weather events, freak monster attacks, and your abilities also become completely unpredictable. Expect to have all your skills revert to a level when you first learned them at the worst moments.

Due to the slip in time, you no longer have access to your warehouse, and every so often, you can expect to see all of your companions simply vanish to another point in time. Though you can always meet up in Serendipity, it would be best to get those gates open as soon as possible.

Beyond the Time 600

One change in time causes a cascade of events afterwards. Doppelgangers start to appear everywhere along the timeline, and order begins to break down as the presence of doppelgangers lead to sheer chaos.

Thankfully you see none of your doppelgangers around - but that doesn't mean they aren't here. A lone doppelganger remains out of your reach - and he'll start trawling your most difficult enemies from your past and breathing life into them once again. If you're not experienced enough to have substantial amount of enemies, the doppelganger will create copies of your companions and loved ones and empower them to your level to kill you. Naturally, they have no means to be controlled.

In your last year here, the fight with them all will be inevitable. Good luck.

[On Your Way Out…]

Regardless of whatever end came to pass, at the end of ten years' time, your time here on Pulse comes to an end. It is time for you to make a choice.

1) A Look to the Past – Return home with everything you have so far.

2) At the Present Moment… – Maybe you like being able to jump back and forth in time, well this place may be a good place to rest your head.

3) An Imminent Future – Head to your next Jump!

Notes:

There's a full list of what monster is associated with what group here:

http://finalfantasy.wikia.com/wiki/List_of_Final_Fantasy_XIII-2_Paradigm_Pack_Monsters

Naturally, none of the DLC monsters (Lightning and company) are eligible for this.

The only exception to this is Pupu, who is still considered a Medic.